

## Want to work with LLMs and digital methods research?

Are you interested in how AI is changing the way we understand texts, language, and meaning? And do you have experience using AI and LLM models in Python? We're looking for a sharp and curious student with coding skills to join a hands-on research project in the Digital Media Lab at Roskilde University. You'll be working closely with researchers experimenting with AI models to conduct qualitative and computational analysis on a fully local large language model (LLM) setup.

This is a unique opportunity to work at the intersection of AI, social sciences, and digital infrastructure. You'll be part of applied research with the potential to change how qualitative methods are practiced across social science and humanities. You'll help us figure out how to make powerful AI tools work within a private, secure, and environmentally responsible framework. The work is exploratory, critical - and potentially field-defining.

### Qualifications:

- Experience with using AI models and packages in Python (e.g., OpenAI, Ollama, models using Huggingface)
- Big plus for familiarity with LLMs
- Interest in research and digital methods
- Understanding of qualitative methods in social science and humanities

The position is for 15 hours a week for 5-6 months and starts as soon as possible. Flexible hours, good-ish coffee, passionate colleagues - and serious thinking.

Write a short email to Mark Friis Hau ([markfh@ruc.dk](mailto:markfh@ruc.dk)) with your CV and a few lines about your background, your experience with code and/or models, and why this kind of work interests you.

## The Digital Media Lab at Roskilde University

We are a digital and physical lab for faculty, students and practitioners doing research with digital data and digital methods.

Our mission is to be a hub for knowledge exchange around digital methods, to offer recommendations and training related to data sources, tools and methods for handling digital data, and to contribute to the development of new tools and methods.